

HAPPY BIRTHDAY

Number 7

January 1, 1980

A/K/A CLAW & FANG #110 dated 10 January 1980.

FANG OF THE YEAR

(Submitted by Gary Schmidt) For Fang of the Year, it is a privilege to nominate a man who lives long on promises, but short on memory; he has as much conscience as a fox in a chicken farm. Our Fang of the Year should be oilier than a kerosene lamp, able to change sides faster than a windshield wiper, and as elusive as a wet fish. The nominee certainly is all of these and more. He prays on his knees on Sunday and everyone else the rest of the week. Well polished, in a slippery sort of way, he's kept a host of detectives, bill collectors, and treasury agents working regularly. Our hero started out as an unwanted child and is now wanted in ten states. His ancestors never made an honest dollar, and he's following in their fingerprints. As a child, his ambition was to be a pirate, and it isn't everyone who gets to realize his ambitions.

At times, our nominee may talk and act like a fool, but don't get the wrong idea, he is a fool. What he lacks in intelligence he makes up for in dishonesty, double-dealing, and stupidity. Full of brotherly love, our boy always tries to stop anyone from beating a donkey or killing a snake.

In all truth and sincerity, it is a privilege to nominate a fine gentleman, a person who is much smarter than I, (Which caused the false and jealous tirade of this nomination), a diligent correspondent and successful (much too successful) Diplomacy participant, John Robinson.

DIS AND DATA

1. CLAW & FANG is now beginning its eighth year of publication. How many more years depends on how long I can keep eluding the men with the butterfly nets. In case you tried dividing 12 into 110 and couldn't come up with 7 it is because C&F started life on January 1, 1973 as a semi-monthly and kept up that twice a month publication schedule for a couple of years.

2. The face-to-face game is still scheduled for Sunday, January 27 at 10:00 a.m. If you want to come and haven't told me yet, there is still room for more. We can have a couple of games. Lunch will be a potluck affair so please bring something to eat and share. I will furnish table service (and table) and one of the infamous Fangmaster desserts.

3. I had planned to run the advanced rules of Scott Hightower's WARHEAD game this issue but ran out of room. Next month, I promise.

4. I had planned to run the wrap up of 1977GX this issue but by the deadline had not received any players' statements. I'll run this next month.

5. I had planned to run Winter 1906 of Rod Walker's 1978HK but have not received it yet. I will run this next issue.

6. Eric Ozog has asked me to announce that he is no longer using Bernie Oaklyn's standby orders.

7. Subscription rate to CLAW & FANG is 12 issues for \$5.00. The game fee is \$3.00 plus the maintenance of a sub.

MIENSA 10 has started. I need only two more players to get the next regular game started. Three players are needed for the preference list game. To qualify for this you must be (or have been) in a game in CLAW & FANG. Where else are you virtually guaranteed to get one of your top three choices?

And now for a Birthday Song (well not exactly):

THE BOX SCORE

During the past month
in C&F:

Games started	1
Games finished	1
Games in progress	35

You Were Once Two Allies of Mine
(To the tune of "Scarborough Fair")

by David Loewenstern

Are you going to Marseilles or Brest,
Fleet Lyon and Army-on-Rhine?
Did you have to turn yourselves west?
You were once two allies of mine.

Remember when Turkey resigned in oh-two,
Fleet Lyon and Army-on-Rhine?
Dapanto worked 'cause I did not stab you.
You were once two allies of mine.

Do you remember when London fell down,
Fleet...
King Edward handed us his golden crown!
You...

Remember when Hapsburg came to me and pled,
Fleet...
I could have smashed you --- I allied instead.
You...

Remember the three-pronged attack on the Bear?
Fleet...
Moscow was ours when the Czar did despair.
You...

So now you've stabbed me and soon I shall die,
Fleet...
You could have shared in a just three-way tie!!
You were once two allies of mine!

* YOU BE THE GAMEMASTER * submitted by Konrad Baumeister *

Positions and Centers

ENGLAND: F Nth, F Hel, F Bal, A Edi, F MAO, A Pru. CTRS:lon,lvp,edi,swe,den,war(6).

FRANCE: A Hol, F Spa(sc), A Gas, A Sil, F Lyo, F Wes, A Boh. CTRS: por,spa,hol,
bel, par,mar,bre (7).

GERMANY: F Kie, F Ber, A Mun, F Eng, A Bud. CTRS:ber,kie,mun,vie,bud (5).

ITALY: F Tus, F Naf, F Tyn, F Tun. CTRS: rom,nap,tun,tri (4)

RUSSIA: F Nwy, F Ska, A Tyo, A Gal, A Vie, F Nwg, F Bar, A StP. CTRS: con,ank,bul,
ser,rum,sev,mos,stp,nwy (9). TURKEY: F Adr, F Pie. CTRS: Smy, gre, ven (3).

FALL ORDERS: ENGLAND: A Edi-Hol, F Nth C A Edi-Hol, F Hel-Kie, A Pru-Ber, F Bal S
F Hel-Kie, F MAO C FRENCH A Gas-Pie. FRANCE: A Hol S GERMAN F Kie, A Boh-Vie, A Gas-Pie,
F Wes C A Gas-Pie, F Lyo S A Gas-Pie, F Spa(sc) S F Wes, A Sil-Mun. GERMANY: F Eng S
RUSSIAN F Nwy-Nth, A Mun-Tyo, F Ber-Bal, F Kie S F Ber-Bal, A Bud-Vie. ITALY F Naf-Wes,
F Tyn-Lyo, F Tus S F Tyn-Lyo. RUSSIA: A Vie-Bud, A Gal S FRENCH A Boh-Vie, A Tyo S
GERMAN A Bud-Vie, A StP-Edi, F Bar C A StP-Cly, F Nwg C A StP-Edi, F Nwy-Nth, F Ska-Den,
F Lon-Eng. TURKEY: F Adr-Tri, F Pie S FRENCH F Lyo. ITALY: F Tun S F Naf-Wes
(Adjudicate moves and prepare new supply center chart. Answer next month.)

WHO WANTS TO SWING A SWORD--WHO WANTS TO CAST A SPELL?

I, Scott Rich (would-be guest GM), appeal to the readers of CLAW & FANG to sign up for a game of SWORD & SORCERY DIPLOMACY (Published in DW vol. 2, no. 3--Fall 1975. Also available from me if you send an SASE). I would use the regular board with only optional rule 3 to be used (for the simplest game). [Option 3 simply says all wizards are 'built' able to cast all spells.] S&S Dip is complicated, so feel free to ask questions before signing up.

To begin with, the "sword" is represented by heros who lead armies and fleets--which are treated as if they receive one support from the hero. The point here is that the heros move with the regular unit. Not so with the 'sorcery'. Wizards may cast spells or move, making them somewhat akin to towed artillery. A wizard can cast a spell into his own space or any one adjacent space. Just how good is a wizard? It varies, a wizard can prepare a way, but you will need armies and fleets to stick in the knife. Some examples: consider the problem of a cornered army in Portugal; if you have two units and at least one is a fleet in MAO, then the enemy is dead. Replace one unit with a hero leading your remaining unit from Spain into Portugal and the enemy is dead. Replace the hero with a wizard who casts "The Dragon's Teeth" [For spells mentioned in the article see below.] upon the unit moving from Spain into Portugal and the enemy is dead; casting "Fear of the Dark" might not work if the enemy ordered A Por-Spa (see rule 15.b.). Trying a wizard and a hero, about all that can be done is send the hero elsewhere and have the wizard cast "The Spell of Thorn and Bramble" upon Spain to bottle up the enemy. Two heros would be useless, while two wizards would try both "The Spell of Thorn and Bramble" and "The Quick Winter"--thereby holding the enemy and temporarily turning Portugal into a non-supply center for one winter, but with no guarantee your opponent will remove his army in Portugal.

There are 18 spells. Some of the spells are:

The Dragons Teeth (A, F ordered to move) adds one extra support to the move of the A, F for that turn.

The Quick Winter (any SC) cast in fall, effective in winter. Owning player cannot use that SC for supply purposes for that winter. Does not effect builds.

The Timeless Winter (another's home SC) prevents any builds in any ONE SC that the wizard is close enough to cast the spell into. Cast in fall, effective in winter (and just that winter).

The Spell of Thorn and Bramble (land space) space becomes impassable for that turn, such that: units already in the space can stay or move/support out, but nothing may move/support into the space. No effects on supply nor builds.

Fear of the Dark (A, F ordered to hold) even if led and supported, the A, F may be dislodged by one A or F.

Negation (any space) except for other negation spells, no spells may work in that space. When cast upon a wizard's own space he is magically guarded. When cast either on an enemy wizard or on the space the enemy wizard is casting his spell on/into, it cancels the enemy spell(s). The Negation Spell can cancel any numbers of non-negation spells (including the spells of friendly wizards.)

The Second Wind (all, ordered to move) unit may move one extra space, the second after all normal moves have taken place; the space must be open and the first part of the move must have succeeded. May be cast upon a double unit (12.a). Unit may not hold nor support.

[CLAW & FANG has never run a variant game but this looks like an interesting one. If enough players sign up this game will be run within the pages of CLAW & FANG and should have some interesting press. If you are interested write directly to Scott. (Scott Rich, 159 West 2nd, No 104, Salt Lake City, Utah 84103.) You can remit the game fee (\$3.00) when the game actually gets under way.]

THE FORUM

[Comments by various persons on Ben Zablocki's article "Experimental Diplomacy" in the last issue.]

FRED DAVIS: [In the form of a letter to Ben.] Dear Ben: I was interested in your article on "Experimental Diplomacy" in the December issue of CLAW & FANG. First, I want to ask you if you are familiar with the lists of Simple Diplomacy Variants prepared by Lew Pulsipher for the MOW Variant Package back in 1973; and the Wild 'N Woolly Variant Proposals listed by Dan Alderson/Steve Cartier in 1972. Both of these lists contain single ideas for Dip variants, which can be used either singly or in conjunction with others. Some are rather far out, but others could be used alone on the standard board to playtest their value. I can furnish you with copies of these packages if you would like to study them, from my North American Variant Bank-East files. [The charge is 50¢ for each variant Fred sells. Fred's address is 1427 Clairidge Rd., Baltimore, MD 21207.]

Secondly, I have done work of my own on improving the Standard or Regular game. I once printed an article on how I had altered one of my boards for FTF play at my house. I agree with you that one of the major faults of the Regular game is the weakness of Italy. However, Austria is also weak, and I've found that one amendment of the map simultaneously strengthens both powers.

This change is to add one ordinary province between Venice and Trieste. This is the only place on the board where two units start out facing each other even before the first move. Only Italy and Austria can critically stab the other in Spring 1901. On my board, I've added the province "Croatia", which is the northern half of the old Trieste (and still part of A-H). The Austrian naval base is moved down to "Zara", which is the southern half of old Trieste. This has the additional virtue of permitting Italy to move to Tyrol in an attack on Germany without threatening more than one Austrian Home Center - or vice-versa by Germany against Italy. Thus, Italy and Germany are more closely related in the early moves than they normally are in the Regular game.

Your suggestion of a single change on the board or the rules to see if it improves the game is a difficult one, as it is obvious that there are many things which can be done to speed up the game, prevent stalemates, or equalize the positions of the several Powers. I list the one above first, because I think it's the most important change needed in the Standard rules; and because I once heard third-hand that Alan Calhamer himself had once toyed with the idea of adding this province to the board before he finally came up with the 1961 configuration of the map.

However, on my own board, I have gone a little further. I have divided North Africa into Morocco and Algeria, with Morocco as the 35th Supply Center. As a rule, Morocco eventually falls to either France or Italy. It gives Italy something else to do besides trying to grab Greece or going to war with Turkey. (It also gives Austria a better chance by giving her a better chance to take Greece without Italian interference). The addition of a 35th S.C. also means that some Powers will have a better mathematical chance of survival. I like to see as many Powers as possible surviving to the end in a FTF game. I have also made Sicily passable, and permit units to cross directly from Naples to Sicily, without interfering with the passage of F's between the Ionian and Tyr. Seas, and have added another sea space called "Southern Med." below the Ionian and Eastern Med. Both of these additions permit better movement of F's in the Med., so any war between Turkey and Italy or Austria will have more possibilities, and few standoffs. I designed a piece of cardboard which can be attached to the end of the board, to hold the Southern Med. space. Oh, and to keep England from getting to Morocco too easily, I have added the sea space "South Atlantic," which touches Portugal, Spain(sc), Western Med., and Morocco. This, incidentally, eliminates the confusion of the move F MAO-Spain, since under this change said Fleet can only move to Spain(nc).

The problem is, as shown from the above, that there is a domino-theory of rule changes. Sometimes, when you change one rule, this causes an inequity somewhere else, which requires the amendment of another rule, or another map change. This was my

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experience with Abstraction, and with some of my other designs.

My other "pet peeve" on the Regular map is the ridiculous move from Norway to St. Pete in one turn. Considering the ruggedness of the terrain, this move should not be allowed. I have used two different methods of resolving it on my "Davis variants." In most of my designs, I have divided St. Pete into St. Pete and "Archangel". This does away with one two-coast province, another fault which should never have been introduced into the game. In order to permit Russia to build F's in the north, I have a rule, in those games in which Russia continues to have only 4 Home Centers, that she can build F's in Archangel as long as she owns St. Peter. In Abstraction, Russia has 5 Home Centers, one of which is Archangel, so there is no problem.

In one design, Dual Space Dip, I have extended Finland to a North Coast location, thereby separating Norway from St. Pete. I tried this because the original Calhamer 1958 Diplomacy map, as shown in Rod Walker's Gamer's Guide to Diplomacy, shows a Finland with a North Coast. Of course, this increases the number of two-coasted provinces from 3 to 4, so I'm really not too excited about this solution.

In Abstraction, I've totally eliminated 2-coast provinces, since Spain is divided into several spaces, and the south coast of Bulgaria has been added to the northern arm of Greece to form the ordinary space, "Macedonia." In those variant designs in which I have not been able to eliminate two-coasted provinces, I permit the Coastal Crawl and Crawling Retreat, since, to me, these seem to be entirely legal moves. (For fleets, the different coasts are treated, legalistically, as separate spaces). However, my first choice is still to eliminate double coasts whenever possible.

In all of my designs, the Army/Fleet convoy method is used. I believe this really speeds up the game, and makes it more interesting. I believe that Calhamer only came up with a convoy rule late in his design, after he realized that he could not eliminate the British Isles from his game. I feel that he spent less time considering the convoy rules than he did on the basic rules, and thereby came up with weaker rules in this section than in the other parts of the game. I suppose one could try using the A/F Rules with no other changes, on the Standard board, and see what happens.

I'd like to see your ideas for speeding up land movements behind the lines, and for changing the rules after 1910, if you have them formulated. The Italian "World Diplomacy" variant provides for "rail movement" of A's in non-combat situations. I've done the same in my "Rail & Sea Diplomacy," which, however, has never been playtested. A's can move across 3 spaces in one turn across their Homeland, providing the railnet has not been disrupted, in Rail & Sea. There are also provisions for extending one's railnet into conquered territory.

ROD WALKER: I have a number of comments on Ben Zablocki's article in #109. The first is that I have been misquoted. I have never said that "all conceivable rule modifications have been tried" etc. etc. I have been on record as saying, and this may be what Ben is referring to, that all conceivable major problems with the Rules have been considered and the 1971 Rulebook alleviates all of them. Modifying the game is a very different question from that of insuring that the regular game's rules can be read and applied in a standard manner.

Modifications of the regular game occur all the time. Fred Davis has done a lot of work modifying the board, with good results. Martin Janta-Polczynski as worked out some modifications that I've not seen yet. There is the "Winter 1900" game, Larry Peery's idea of putting a new neutral center between Austria and Italy, and so on.

Getting the commercial game modified is another matter. So long as sales remain high, Avalon Hill is probably not going to be interested. Since Diplomacy, like Monopoly, is a classic game, it's hard to foresee any serious decline in sales. Furthermore, I believe Allan Calhamer retains a degree of veto power over any changes. I can't speak for him, of course, but in the past he's been reluctant to tamper with the game.

(continued overleaf)

Classifying games as regular, irregular, and variant has to do mostly with rating systems. Regular games are always rated, irregular games are sometimes rated and sometimes not, variant games are never rated. The line between the last two groups is not always clear. However, if a deliberate change is made to the rules or the board, the game is a variant. I don't understand why this seems to bother some people (the separation into categories, that is). Does it also bother them to see apples and oranges in separate bins at the market?

If Ben wishes to run a project aimed at modifying/improving the basic game, fine. I suggest it will be a very long and laborious affair. A single playtest of a modification would not be sufficient to tell much. Perhaps a procedure of playing 7 games with the same 7 players rotating around the board, would be the answer. They would all need to be good players.

I certainly would be happy to work with Ben, since the archives of the North American Variant Bank will at least have information on what's been tried.

And there's nothing wrong with trying. A fully playtested modified board and set of rules could, perhaps 5-10 years from now, be presented to AH to see what they would do. Perhaps some sort of hobby-wide committee could work on this.

One suggestion: changing the rules in mid-game will not be acceptable commerically, it seems to me. That would unnecessarily complicate the game and lengthen the rules. Ultimately, if a modified set of board/rules for the game is to have any chance of being accepted in Baltimore, it must improve the game's market potential. And the cost to change over must be minimal.

LEE FERRIER: Experimental Game # 1. Base the Italian navy in Tunis instead of Naples.

Item 1: The Italians suffer the most losses, the French survive the most. I believe its because the French southern flank is secure and the Italian first moves are restricted. Where can the restricted Italians go? The army in Venice can either start a war with Austria by attempting to capture Trieste or grab the threatening section of Tyrolia where Austria and Germany feel the pressure. Last, it can go to Piedmont. Known as the anti-French opening it telegraphs Italian intentions and bottles up the Roman army.

Speaking of Rome--no other country has a unit so far from the action; three moves unless passing through the Venice position into Trieste.

Both of these limitations can be borne by a naval power. But is Italy a naval power? England's fleet in the North Sea borders 4 foreign centers. Its fleet in the English Channel borders two.

On the other hand, Italian fleet to Ionian borders two centers. Fleet to the Tyrrhenian borders one. And the fleet move is almost forced into Tunis, the only safe center. Now that the first year is gone, where is your pressure? Everyone else is on a border. The Italians are still bottled up--Marsellies can hold for the year.

But an Italian fleet in Tunis is a threat to everyone. The Ionian move is still there but no longer a requirement. A move to the Western Med guarantees a move from Piedmont to Mar and Western Med to Spain will get a center unless the fleet in Brest shifts south or the Paris to Burgundy move is followed by a Southern option. Either way England and Germany become more open to anti-French moves and France no longer deals from a whip hand.

France finds it pays to make realistic deals with Italy.

BRUCE LINSEY: I think I have a way to slightly strengthen Italy while keeping the balance of power roughly the same in the other countries. Simply eliminate the province of Tuscany and make it part of Rome! That way, a fleet built there could sail right into the Gulf of Lyon, and the original army there could threaten Mar in 1901. Think about it--doesn't it sound reasonable?

Alas, though, I don't see how Zablocki's idea for playtesting those slightly-altered Dip games could work. For one thing, you'd need maybe a hundred samples (in other words, a hundred trial postal games) in order to obtain some results that would be statistically significant. I don't know that the figure would be exactly
(concluded on the bottom of page 7)

R'lyeh 4.7

8 January 1980

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
Phone: (213) 334-3149 (eves.)

1979 CT Claw & Fang Demo Invitational

Spring 1903 Springtime for Cusack and Russia --
Winter for Austria and Turkey

Austria (Sergeant): A Ser-Rum
England (Palter): F Edi-Cly, F Ska-Nwy, A Den-Yor, F Nth C
A Den-Yor, F Kie-Den
France (Reese): A Bur-Bel, A Pic S A Bur-Bel, A Mar-Bur,
A Gas S A Mar-Bur, F NAT S ENGLISH F Edi-Awc?
Germany (Bingle): F Bel-Eng, A Ruh-Hol, A Mun-Kie, F Ber S
A Mun-Kie
Italy (Ditter): A Tri-Ser, A Vie-Tri, A Ven-Apu, F Adr-Alh,
F Ion S F Adr-Alb, F Tun S F Ion
Russia (Cusack): F Nwy-Swe, A-Fin S F Nwy-Swe, F StF nc-Bar,
A Mos-StP, A Gal-Rum, A Bud S A Gal-Rum, A Sev-Arm,
A Ank-Smy, F Bla-Con
Turkey (Harley): A Gre S AUSTRIAN A Ser?, F Aeg-Con, A Bul S
F Aeg-Con, F Eas-Smy

* Scott Palter's Spring 1903 orders were not received. Bernie Oaklyn (13412 Brackley Terrace; Silver Spring, MD 20904) submitted standby orders and will take over England if Palter misses next time. A short press release from Oaklyn is to be found below.

Fall 1903 orders are due 7 February 1980.

Press

England (via standby): England requests that Germany honor English ownership of Kiel and join in a campaign vs. France.

Moscow to Paris: Your offer to dine in London is graciously accepted.

Berlin to Rome: Given Russia's stab, there is no one to give my homeland to but you. However, it's hard to give you centers if you won't even frequent the border regions. How long do you expect I can hold out? (I realize, given the ineptitude of France's tactical ability, I can hold out some time, but surely not forever, when I'm fighting the whole world.)

Eng. Channel: Well, Herr Kapitan, it would look like we have caught the French with their pants down, so to speak. . .

Kiel: Ain't life grand. . .

□

□

□

□

(continued from page 6)

a hundred, of course, but you would need far more games than it would be practical to play. More importantly, the players' tactics would be altered by the knowledge that the change was being tested. -- If you were France or Austria, and you were in a game where you knew that a change to Italy had taken place for the purpose of testing, wouldn't you let your moves reflect your opinion of the potential change being tested? I think that Ben raises some good points, but that the testing would have to take place in face-to-face games.

December 29, 1979

A weathered salt box on the Cape

Don,

Received your offer to contribute analysis of your demo game, 1979CT. Sure, glad to help. However, I guess I see things a little differently from previous writers with a historic perspective. The game is about people, as history is about people, as life is about people. Diplomacy is designed to represent nations, wars and such granfalloonery. The game is pretty much mindless nonsense, disguised with a lot of pretty colors. It does its job well.

Cordially,
/s/ Kurt

Analysis of Demonstration Game 1979CT

Chapter Five--Life Goes On in Skopje by Kurt Vonnegut Jr.

Bobby Flugel couldn't remember exactly when he had been made a general, or even commander-in-chief of the Austrian armed forces. As far as he could remember, he was going to be a farrier, since his father was a farrier, but unfortunately, his father was allergic to veal. One day his father ordered bratwurst and sauerdraut and was given weisswurst by mistake. He began to sneeze violently with a mouthful of sauerkraut and choked off his nasal passages so he suffocated. Bobby could still remember his father lying there with sauerkraut sticking out of his nose behind an uneaten plate of weisswurst. So he had gone on to become a general, and commander-in-chief of the Austrian armed forces. Oh well...that's life.

Bobby had never been particularly qualified to be a general, especially commander-in-chief of the Austrian armed forces. He did, however, possess one fine quality which stood him well in a crisis--he always kept calm in any situation. This was because he had a secret. His father had taught him a phrase before the old farrier had died of sauerkraut suffocation and veal allergy. The phrase he had learned was this. "Oh well...that's life."

Bobby was sitting at his wonderfully big wooden desk, doing his best to command the Austrian armed forces, when his kindly, horsefaced secretary, Miss Diana Moon Glampers, rushed in.

"Marshall Flugel," she cried out frantically.

"The Russians pour through the Northeast Front! We have just lost 15,000 men at Klepka!"

"Oh dear, Miss Moon Glampers," he replied sympathetically, "that doesn't sound very good at all." However, he noticed that she was suddenly giggling hysterically, trying to hide it by covering her mouth with her hand. Bobby laughed, too. He didn't really see what was so funny about 15,000 dead men, but he certainly didn't want Miss Moon Glampers to feel bad. He realized she was looking oddly at him, and looked down to see that he had forgotten to button his shirt, even though he had put on a tie. He couldn't stop laughing himself, even though Klepka was now in Russian hands. Oh well...that's life.

Shortly afterward, the famous war correspondent Kilgore Trout entered the room. Actually Kilgore Trout didn't want to be a war correspondent at all, he wanted to be a novelist. He was writing a novel about the war. An eccentric old man in the novel had discovered a way to turn metal into butter brickle candy with a secret word. He hoped to shout out the word before every battle, so that all the guns would turn into butter brickle candy and no one would be killed. Unfortunately, he got appendicitis, and while he was being anesthetized he cried out the word in delirium and all the instruments turned to butter brickle candy. So the operation failed. Oh well...that's life. Kilgore Trout had come to tell Bobby that Brigadier General Rumfoord's division had been annihilated by the Italians, that the Headquarter Staff in Skopje was all that remained of the Austrian armed forces, and that he could use a cold beer. So Bobby had to tell him that the Turks had cut off the power supply, and all the beer was warm.

"Oh well...that's life," said Bobby.

End of Chapter Five

MUTTERINGS

Zine Reviews by David D. Perlmutter

Well, here we go again in the never ending search for the bad zine. No luck this time! Don't worry folks, one day I'll find one and then POW! If you thought Apocalypse Now was bloody, just wait until I sink the old choppers into the bad zine. Anyway, here goes. By the way, I lied to you, last issue I said that I would review Diplomacy World, Volkerwanderung, and Claw & Fang, itself. Well, I opted to ignore C&F. Why? Because if you don't already know about it, you wouldn't be reading this. Onward!

The Perlmutter scale of quality.

- ($\$$) means top quality, stunning zine.
- ($\frac{1}{2}\$$) means very good but flawed zine.
- ($\frac{3}{4}\$$) means O.K. zine, worth subbing only if you have nothing else to do with a few bucks.
- (ϕ) means "Blah" zine, toss the sample away and hope it folds or publisher cleans up act.

DIPLOMACY WORLD, published quarterly by Jerry Jones, 1854 Wagner St., Pasadena, CA 91107. Sub \$5.00 per year. No games.

Let's face the facts, this magazine is the center of the hobby. Anything that goes on in the whole whacky world of Dipdom is reported here. Every major article brandishes itself here. Yes, children, there is no doubt that hours and hours of reading accompany DW. Plus, every issue displays a new Variant game, complete with mapboard and rules. I'm sure that Jerry could up his following if he started to use "other" kind of centerfolds, but so far he has not corrupted himself.

Now the nitpicking. Spelling errors abound. (Yet, who am I to whine, you should see my copy before Don edits it!) Also the publication dates are a bit irregular, but after all, when they say "Winter" it could mean December to March.

DIPLOMACY WORLD rating ($\$$).

VOLKERWANDERUNG, published monthly by K. Arnett, 1500 Waterway Circle, Chesapeake, VA 23320. Sub 5/\$2.50, 10/\$4.00. Game Fee \$3.25.

I'm sure by now you must think that publishers are paying me to write these reviews. Let me fill you in on the saga of this zine. I sent a stamp to K. and he returned a copy of issue #3, the November one. Okay was the word for it, not much to offer. But Mr. K didn't give up on me, he sent me still another sample, #4 this time, and WOW!, the only expletive that fit was Gottdamerung! The adjectives just roll off, plenty of games, great press, good print, many varied articles, on and on...

Yes, this zine and the mysterious Mr. K have a bright future, and my suggestion is to join the band wagon.

VOLKERWANDERUNG rating ($\$$).

CHEESECAKE, published by Andy Lischett of 3025 N. Davlin Ct., Chicago, Ill 60618 Sub ???, Game Fee ???

Before I grind the axe let me say that Andy was very nice in the sample he sent. Secondly, in the issue #9 I received the print quality was the best I have ever seen in any zine (forgive the rhyme). He must know someone at Xerox.

Now the dagger strikes! Where was the content? A few games, a few jokes, that's it. I mean the fact is, moves are boring to most of us. I hate to give Andy such a mediocre rating but that's the way I feel. I hope things will improve in the future.

Oh, by the way, I think EGGNOG is still ahead in the Worst-Named Zine competition. Sorry, Konrad.

CHEESECAKE rating ($\frac{1}{4}\$$).

UPDATE: Leo Kendter has brought WHY ME? pring quality up to par. . See you next time, everybody! Oh, before I forget, if you haven't heard from me and you have a zine that needs reviewing, please send it and I'll whip off a stamp. Zines and letterbombs (I'm waiting Konrad and Andy) can be sent to Latches Lane, Apt #608, Merion, PA 19066.

[I do not edit the content of MUTTERINGS, I only polish the spelling a bit.]

1978 HC

THE WINNER'S GAME

GM: David Forte, 11800 Edgewater Drive,
Apt. 412, Lakewood, Ohio 44107
216-226-0456

FALL 1907 REVISITED: GM DOES IT AGAIN; REVISED AUSTRIAN ORDERS ALLOWED

AUSTRIA Kendter (7): A Tyr* H, A Mun-Ber /d/ ret Boh, OTB, A Tri* S A Tyr,
A Vic* S A Tyr, A Bud* S A Tri, A Alb* S A Tri, F Gre* S ITALIAN F Ion.
ENGLAND Straton (9): A StP* S A Liv-Mos, A Liv*-Mos, F Bar* H (unordered) F Nth* H,
A Kie* S GERMAN A Ber, A Den*-Pru, F Bal* C A Den-Pru, F Both*-Liv, A Edi*H (unord).
FRANCE Willemsen (10, 2 short): A Bur-Mun*, A Ruh* S A Bur-Mun, A Pie*-Tyr,
F Adr*-Tri, A Nap* H, F Tyrr*-Ion, F Tun* S F Tyrr-Ion, F Apu* S F Tyrr-Ion.
GERMANY Fiack (2): A Ven* S FRENCH A Pie-Tyr, A Ber* S ENGLISH A Den-Pru.
ITALY Kahan? (1): NMR F Ion* H.
RUSSIA Bassett (5): A War* S A Mos, F Aeg* S ITALIAN F Ion, A Sil* S AUSTRIA A Mun-Ber,
A Pru* S AUSTRIA A Mun-Ber.

From the Still Liquid Shores of Lake Erie: This game may have winners as players but there was no guarantee that the gamesmaster had to be one. When I returned from my extended Christmas leave, a note from Austria reminded me of revised telephone orders. I rechecked my files and alas, found them properly dated (by me) and submitted in time. The only difference in the adjudication was that the German support for the English convoy of A Den-Pru was cut and the convoy failed to dislodge the Russian army in Prussia. Sorry about that, men. This means the center list should be revised as follows:

AUSTRIA: Home, Scr, Gre, Bul, Con (7) Even
ENGLAND: Home, Nwy, Hol, Den, Kie, Swe, StP (9) Even
FRANCE: Home, Bel, Spa, Por, Rum, Tun, Nap, Mun (10) Build 2
GERMANY: Ven, Kie (2) Even
ITALY: Smy (1) Even
RUSSIA: Mos, Sev, War, Rum, Ank (5) Even

I have orders for all players except Italy for Spring 1908 although there will obviously have to be some revisions. I shall play those that are not corrected by February 7, 1980.

1978 C1

THE PRESS(?) GAME
WINTER 1909

AUSTRIA (Watson) builds A Bud, A Tri. FRANCE (Schlickbernd) builds A Par, F Bre.
GERMANY (David Loewenstern) removes A Gal. RUSSIA (Fiack) even.
SPRING 1910 due February 10.

PRESS (WHAT THERE IS OF IT) MUNICH: The Munich Underground Defense Detachment demands the liberation of occupied Germany. "The dirty Frogs," a spokesman said, "must ooze back to their swamp or be ground under MUDD."

Are you prepared to withstand The Dragon's

Teeth? See page 3 of

CLAW & FANG #110, sent your way by

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